545-10996-5

Virtual Pet Instruction Manual

Like any pet, your new virtual pet needs love.
Please take good care of your pet and check its condition often.

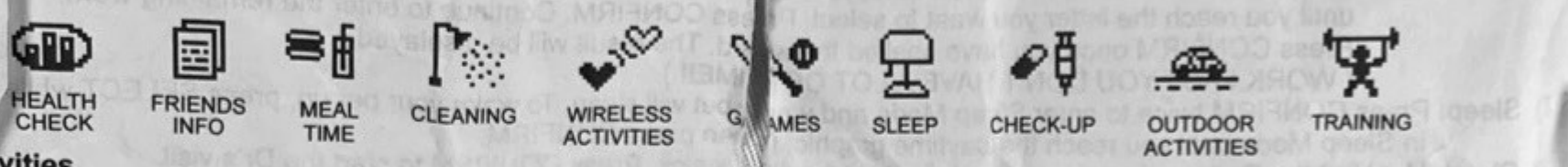
KEYS AND FUNCTIONS

1) RESET: Restart the game with a new pet. You will lose your old pet.
2) SELECT: Scroll through options on the screen or move LEFT.
3) CONFIRM: Confirm a selection.
4) ESCAPE: Return to the previous screen or move RIGHT.

GETTING STARTED AND SETTING TIME

1) Pull out the insulator.
2) Press CONFIRM to start the pet game.
3) The different animals will flash on screen. This can be skipped by pressing ESCAPE.
4) Press SELECT until you reach the letter or number you wish to select for the first letter of your pet's name. Press CONFIRM. Continue to enter the remaining letters in your pet's name. (Maximum of 5 characters)
5) After name selection, the screen will show the infant animal. Black is male and white is female.
   Press CONFIRM Key to enter Time Mode.
   Time Setting:
   - Press SELECT and ESCAPE Keys together.
   - On the left-hand top corner the digit for the hour will be flashing. Press SELECT key to select the hour and then press CONFIRM. Using the same method, set the hour, minute and date in order.
   - Press CONFIRM to return to Normal Mode.
   - (The preset number of days for February is 29. You may need to adjust the date accordingly in subsequent months.)

TO PLAY WITH YOUR PET



Activities

There are 10 activities for you to do with your pet.

- Press the SELECT key to scroll through the 10 Activities: Health Check, Friend's Info, Meal Time, Cleaning, Wireless Activities, Games, Sleep, Check-Up, Outdoor Activities, Training.
- Press CONFIRM when you reach the activity of your choice.

1) Health Check: Press SELECT to scroll through the latest health information about your pet including: Health Points (HP), Happy Points, Age, Weight, Name, Gender and Generation.
2) Friend's Info: A friend is any pet with whom you have played wireless games. Your pet can make a maximum of 5 friends at a time. When it meets more friends, it will forget the oldest known friends.
   - Press CONFIRM to see your friends.
   - Press SELECT to scroll through list of friends.
   - Press CONFIRM to show friend's name and friendship points.
   - Press ESCAPE to return to Normal Mode.

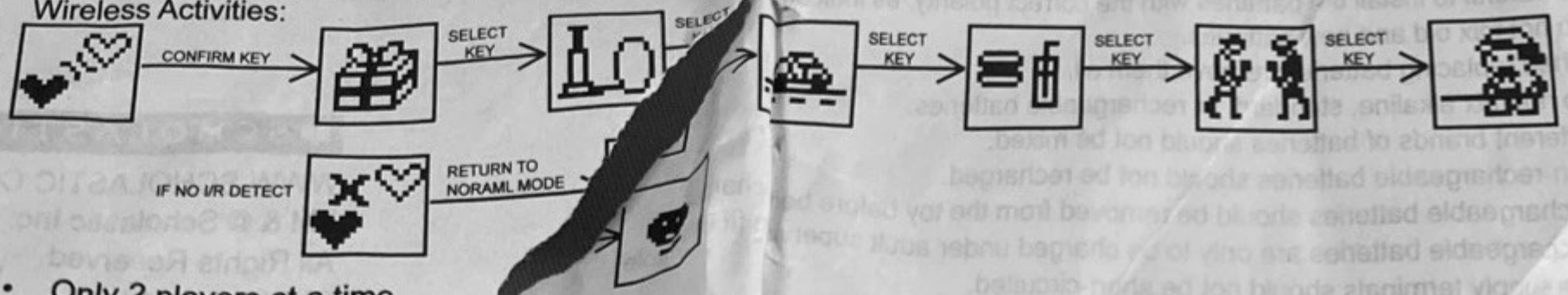
Your pets can have many different types of fulfilling relationships. The different types of relationships they can have with each other are based on the number of Friendship Points they have together.
Friendship Points are earned each time two pets play wireless games together.
If two pets gain the correct number of friendship points they will automatically be married.

	Maximum FRIENDSHIP Points
1) Infancy, below age of 3	
2) Different species, above age of 3	
3) Same species, same sex	
4) Same species, opposite sex,above age of 18	

Friendship levels

Maximum FRIENDSHIP Points	Best Possible Relationship
0 to 20	Friends
21 to 40	Buddies
41 to 60	Brotherhood or Sisterhood
61 to 99	Marriage

3) *Meal Time:* Press SELECT to select food for feeding, then press CONFIRM. Feeding will increase both health points (HP) and weight. The pet will stop eating when the HP value reaches 10.
4) *Cleaning:* Automatically disposes of your pet's waste
   - *Do this every 2 hours or your pet may get sick.*
5) *Wireless Activities:*



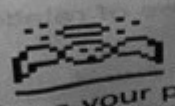
- Only 2 players at a time
- For effective transmission, the infrared windows must point to each other within a distance of 6 feet and within an angle of 45 degrees.

- Both pets have to have chosen Wireless Activities to be able to send and receive wireless games.
- Your Pet's age must be at least "1" or more. Your Pet's health points (HP) must be at least "2". Your Pet's weight must be at least "2" or more. That means the pet needs to grow up and eat more food in order to share gifts and games.
- During WIRELESS activity, if each pet has chosen a different game, either one game will be the game played.
- Sunlight, strong light and low battery power will affect infrared transmission.
- After selecting Wireless Activities from the main menu:
  i. Press SELECT to scroll through the wireless activities.
  ii. Press CONFIRM to choose a wireless activity.
- Give a Gift: Press SELECT to choose one of the 8 gifts or tions: flowers, shirt, dress, game, car, house, waste and virus. Press CONFIRM to send your gift. player's balloon will automatically be filled.
- Balloon Blow-Up: Press CONFIRM to start the game. Each The first player whose balloon pops wins.
- Outdoor Fun: Press SELECT to view all activity options options are basketball, horse riding, swimming, photo shoot and hiking. Press CONFIRM to choose an activity. The device will automatically tell you if the weather is good for your selected activity.
- Share a Meal: Press SELECT to select food and then press CONFIRM to eat the food together.
- Boxing Match: Press CONFIRM to start the game. The boxing match will start automatically.
- Tug-of-War: Press CONFIRM to start the game. The Tug-of-War will start automatically.

6) Games:
   - Press SELECT Key to scroll through the built-in games.
   - Press CONFIRM to start the game of your choice.
   - "Whack": Your hammer is on top. The frog you must whack is on the bottom. Use SELECT (left) and [illegible] (right) to move the hammer so that it is over the frog. Press CONFIRM to hit the frog. Time limit is 30 seconds. You win if you miss less than 5 times.
   - "Rock-Paper-Scissors": Press SELECT to choose "Rock", "Paper" or "Scissors", then press CONFIRM. The result will be displayed.
   - "Fortune Teller": Your fortune will be told. Good luck!
   - "Recall": You need to remember the word that appears on screen. To input the word you remember, press SELECT until you reach the letter you want to select. Press CONFIRM. Continue to enter the remaining word. Press CONFIRM once you have spelled the word. The result will be displayed. (WORK FAST YOU DON'T HAVE A LOT OF TIME!!)
7) Sleep: Press CONFIRM twice to enter Sleep Mode and your pet will sleep. *in Sleep Mode until you reach the daytime graphic, press CONFIRM.*
8) Check-Up: *Visit the Dr. to make your pet feels better when it is sick. Press CONFIRM to start the Dr's visit.*
9) Outdoor Activity: *Press SELECT to select one of the five outdoor activities and then press CONFIRM. The device will automatically tell you if the weather is good for your selected activity.*
10) *Training:*
   - Press the SELECT Key to scroll through the two built-in *training games.*
   - Press CONFIRM to start the training games of your choice.
   - "Running Race": The race will start after the last beep sound. *To run continually press CONFIRM key.* The race against the computer lasts 15 seconds.
   - "Exercise": The game will start after the last beep sound. *Press SELECT and ESCAPE continually.* The game against the computer lasts 15 seconds.

To Pause the Game
To pause the game you need to enter the Sleep mode. Press CONFIRM twice to enter Sleep Mode and your pet will sleep.
To wake your pet up, press SELECT while in Sleep Mode until you reach the daytime graphic, press CONFIRM.

Bringing Your Pet Back to Life



If the above icon appears, that means your pet has passed away. Start over with a brand new pet by pressing the SELECT button to choose RESET. Press YES/NO to confirm. This will bring a new pet to life.

REPLACING BATTERIES
- To change the batteries, unscrew the battery panel and lift off. Remove the old batteries and replace with two new *"AG13 / LR44"* size 1.5V batteries in the proper (+) (-) positions as indicated inside the battery compartment.
- Replace the panel and screw it back on.

IMPORTANT BATTERY INFORMATION
- Battery installation and removal should only be performed by an adult.
- Use only batteries recommended in this instruction manual.
- Be careful to install the batteries with the correct polarity, as indicated.
- Do not mix old and new batteries.
- When replacing batteries, remove them all.
- Do not mix alkaline, standard, or rechargeable batteries.
- Different brands of batteries should not be mixed.
- Non-rechargeable batteries should not be recharged.
- Rechargeable batteries should be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision.
- The supply terminals should not be short-circuited.
- Remove used batteries.
- CAUTION: Do not dispose of battery in fire. Battery may explode or leak.

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